ABSTRACT

ELECTRONIC TIMEPIECE INCLUDING A GAME MODE

There is disclosed an electronic multi-function wristwatch one of whose operating modes is a memory game which uses the time display means of the watch. In the preferred version comprising an analogue time display, the watch randomly generates a sequence of visual indications such as time values and displays it by
5   means of the hands (3, 4). Then, the player attempts to repeat these indications by entering a sequence of answers by means of control keys (14-19) arranged facing the hour symbols (7) of the dial. These keys preferably comprise electrodes affixed under the watch glass. The watch displays successive sequences each comprising one or more indications more than the preceding sequence. It can also emit corresponding
10   sequences of sounds. The watch/user interface can further comprise push-buttons (11-13) and an alphanumerical LCD display (9).

Figure 6